

The Shogun's Sword

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ISSUE 15



FROM THE THRONE....

By Tom Swider

First off this month, it seems that my ad in the General received several responses. So, if you are seeing TSS for the first time, let me know if you'd like us to open another Diplomacy section, and if we gather enough responses, we'll do so. If not, I can refer you to other fine publications which have openings in Dip. Also, if you are new to the PBM Multi player aspect of the hobby, I'll try to answer any queries you may have on the procedures. The Diplomacy hobby can always use some fresh blood.....

Secondly, there has been a format change; if it works out, it will be a permanent procedure. Instead of printing the results of the games with TSS's pages, the move results will appear in the form of an insert to those people in the game. Also, the Boardman/Custodian will now only get the move results and not the rest of TSS. This is to help lower the cost of mailing, to cut down on unnecessary paperwork, and to allow the players to put the results directly in their records, instead of being forced to hunt for their copy to find the current positions. Also, this will allow some more room for more articles.

Unus

From The Throne.....

And, for those people foolish enough not to read our linear seperaters, Bob Wyatt has officially been declared the winner of our "Hidden Contest", which was hidden in a series of linear seperaters. Three freebies go out to Bob, even though his guesses were pretty far off, he was the ONLY person to enter. Wasn't that easy, Bob?

To prevent a hurried issue, I've been getting my materials typed up in two weeks in advanced, I will present whatever Reader's Survey input I have received with my comments appearing in (())'s.

0) As of 10/25/80, 10 people submitted comments. ((I think a little more reader participation and enthusiasm could be used from the rest of you guys. The quality of this zine is a reflection upon its readership. I work as hard as you guys make me.))

1) Article Preference: Anything but D&D: 4. Satire & Humor: 1. Humor and Game reviews: 1. Strategy & Game reviews: 1. Like current format: 2. Articles on Sex: 1 ((Funny, J&M!)) ((I see that a large number of you don't like the D&D topic, so I will lessen the emphasis on D&D where I can. However, there will always be a place for Fantasy Role Playing in TSS. Also, I plan to write up some game reviews since they are in demand.))

2) Do you read our linear Seperaters? Yes: 6. No: 4 ((Well, we're still going to have them. I just wanted to see how many people appreciate the effort. Besides, you get more subegf your subscription this way!))

3) Suggestions for improving Format: READER A: I prefer (A WAR S) to (s A WAR). ((I guess that it is a matter of preference here. When I read the notation A swe-LVN(c F BAL,s A WAR), I read and say it as "Army Sweden to Livonia, convoyed by F Baltic and supported by Army Warsaw. However, you can't 'say' (F BAL C, A WAR S) as readily in a complete sentence.)) READER B: Have more space between the beginnings and ends of each game. ((Note our new format.)) READER C: In KM, please specify exactly which cards are drawn from the event deck, including ones drawn to resolve combat. ((For the events, I do specify which one by printing the card in full. As for combat, there is an equal chance of any specific event card appearing, so why bother if this is true?)) READER D: On supply center charts, underline & cross out centers that change hands during the year. ((Mike and I once considered this, but it looks rather sloppy with all the slashmarks, and I personally see no real value to such format. If a good reason for doing so can be pointed out, we'll consider a similar format (Caps=New sc's, Underscored=centers lost).))

4) Qualifications for Joining the Endwellian Society of Mediocrity (a/k/a ESM): "I'm already in it.":2. "I am too apathetic to bother" 6. "I'm sorry. I guess I just don't qualify for the ESM. However, if you form a Society for Humble & Intellegent Types, let me know." ((I know that you would certainly qualify!));1. "You put my name at the bottom of the list. It is bad enough to wait until practically the last page of your zine to plug my 'zeen' but this is incredible! Keep up the good work. I play better humble.":1 ((I bet you folks couldn't guess who this is.)). "Absolutely none whatsoever. Can I join anyway?";1 ((Sure!)).

5) Complaints of TSS games: READER A: I would prefer not to have the possibility of events repeating in KM. ((I do this for two reasons. First of all, it saves on the amount of bookkeeping in the game. Secondly, it makes the players stay awake!)). READER B: ND hasn't started yet! ((It takes who knows how many months to start, seeing that nobody has heard of it before. With a few plugs of ND appearing in other zines, it should start soon.)) READER C: You haven't helped in making my moves succeed. ((Have you considered that it takes MONEY to do this sort of things? Only joking!))

If you would like to present any arguments to my comments, feel free to do so. And, I'm now going to randomly pick the name of someone responding to this survey, and he'll win either 2 freebie issues or a free game fee. And, by my 10-sided die, the winner is Bruce Linsey (Actually, they'll be going to Trouble, his dog.)) Congrats to Bruce, and much thanks to those who sent in responses.

PBM Dungeons & Dragons

So, John is alive and well. I am told that if anybody would like to play PBM D&D can get in touch with John at 1154 Harbor Drive, Nth Fort Myers, FL 33903. He is charging a \$2 gamefee. All you have to do is send John a character (low level ones are preferred) and tell him whether you prefer to use the D&D system or the Tunnels and Trolls system. If you'd like to try something unique (like commanding an army) (Or start a new religion), you might ask John to see if it would be possible for something to be arranged.

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Diplomacy: G. Boggess, W. Callahan, R. Fabrycky, B. Kerstetter,
B. McPheeters, C. Reynolds, A. Service, B. Snyder, D. Walker,
D. Warfel.

Kingmaker: B. Kerstetter, B. Snyder, M. Hansen. Could use more!

Tres

Conquest of North America is a Diplomacy variant that re-creates the conflict between European colonials and Indian nations starting in the late 16th century. There are seven powers represented. There are three Indian nations (Algonquin, Cherokee and Iroquois) and four European Colonies (Dutch, English, French and Spanish). The map, which is printed on heavy paper stock, essentially covers the area east of the Mississippi River and south of the Hudson Bay. The major Caribbean Islands and Bermuda are also included.

In this game, the strategic areas (equivalent to Diplomacy Supply Centers) are marked by Indian villages or Colonial stockade symbols. The terms land force and sea vessel are used instead of the familiar army and fleet. Each power starts with control of four strategic areas; only the colonials are allowed to use sea vessels. The Indians are limited to land forces only. Die-cut counters are used to represent these forces. Crossed musket and saber mark the colonial land forces while a tomahawk and spear are used on the Indian counters. An anchor symbol is used on the sea vessel counters. The background color of the counter denotes the owning power. Also included are counters used to indicate control of the various strategic areas. These are placed in the area once control is established (see below).

The game has three deployment seasons (spring, summer and fall) and a winter reinforcement and removal season. An interesting feature of the game system is that no negotiations are allowed between the Spring and Summer move seasons. Players thus must make the most of the Spring negotiation period if joint operations in the Summer are to be successful. Retreats and builds/removals are also made without negotiations.

A further unique rule is that control of a strategic area does not change until the end of the second season of continuous occupation (not including winter). Thus, an area may be occupied in the winter season by a power not actually controlling it. A power may thus fight on for up to three seasons after the loss of all his strategic areas. While on the subject of strategic areas, it should be pointed out that there are no "home" areas as in Diplomacy. The limitations on reinforcements is that the European colonials may not build in inland areas marked with an Indian village symbol. Also, as usual, sea vessels may only be built in coastal strategic areas, while the Indians cannot build sea vessels at all.

A twist in the naval transport (ie convoy) rules is that if the transported land unit fails to reach its destination, it remains on board the last available sea vessel in the convoy chain. It may only stay onboard the vessel for two seasons or else it is lost. If the sea vessel is ordered to move or support rather than again transporting the land unit, and it fails in the attempt, the land unit is also ~~lost~~. The "onboard" land unit does not add to the vessel's strength in any way. Also, it should be noted that a convoy is disrupted by just attacking a convoying fleet; dislodgement is not necessary. All in all, naval transport is ~~very~~ risky.

The above just wraps up this game review. I've only played Coquest once, but more experienced players say it has better balance than Diplomacy. If you are a collector of Diplomacy variants, this game should appeal to you. ((Designed by P. LeBoutillier, sold by Fantasy Games Unlimited; PO Box 182; Roslyn, NY 11576. Price \$7.50))

Thanks for the review, Alex. Three free issues to you!

Quattour

1st Annual Diplomacy Players Poll: Our own John Caruso of Whitestonia fame is conducting a player's poll similar to the Leader Polls, but to determine the Diplomacy hobby's most liked players. Everyone is entitled to one vote in each of the following categories: Best Tip Player, Best Variant Player, and Best Article Writer. I believe you may split your vote in half if you can't decide between two nominees. And, while you're at it, you might ask John for a sample of his zine, Whitestonia, which I enjoy receiving each month. Deadline for the Player's Poll is Nov 22, 1980 (I know that this is a bit late, but I think that John will accept a few late votes.) Send votes to: John Caruso, 42-34 Sauli St; Flushing, NY 11355. Tell him that I sent you and that he's mediocre.

Lone Star Diplomat: Mike Connors is a Texan who doesn't really care who shot J.R., and is the publisher of a great new zine. The repro work is THE best I've seen to date. And, it even has some hobbie news, strategy articles, and even a serious demonstration game, unlike ours. Average length of LSD (Hmmm. I didn't realize that he was into that sort of drug!) is 10 pages, and is well worth a sample. For a sample, write: Lone Star Diplomat; 3214 Beverly Rd; Austin, TX 78703.

LIFE OF MONTY: As John Caruso was telling me in his letter in Mediocre MuttErInGS in this issue, this is an interesting zine to read, although its publisher has been hard on luck trying to start a game. It's sort of like TSS/Dip-04 tri-folded! Issues are 55¢/a copy and the games are free! Don has openings in Dippy, Kingmaker, Third Reich, and Empires of the Middle Ages. To get a copy, send a SASE to: Do DelGrande; 142 Eliso Dr; Greenbrae, CA 94904. Send for a sample or he'll attack you with a banana!

oo

Here they are..... Game Openings

Kingmaker: Shrank Variant. Rules available as soon as I get them from Roy Henricks. Game variant just makes the game more bloody! Gamefee: \$1.50 Need six players. R. Henricks and A. Pearson signed up to play. Last section in KM.

Samurai: Loosely based on James Clavell's best seller, SHOGUN. Game by AH. Need four players. M. Bates & A. Service waiting to play. Gamefee: \$1.50

Delayed Stab Diplomacy: Dip variant by T. Swider. Combines the standard game with the "Blind/Limited intelligence" variants to make for interesting play. Rules available upon request. Gamefee: \$1.00 Need seven players. T. Novakovic, B. Oaklyn, G. Overby, C. Reynolds, J. Morgan & K. Smith waiting to play.

Nuclear Destruction: We have permission to run a few games. Simple game with emphasis on negotiations. Each player is a major nuclear power, and is out to nuke the world. Sole survivor wins. Gamefee: \$1.50 Need 12. A. Service, B. Wyatt, M. Barno waiting to play.

Time For More Diplomatic Floundering!

The Shogun's Sword First (And Only) Demolition GameZ

TSS/Demo
Spring 1902

International Convoy Shocks
All Of Europe

GM:T. Swider
1980 PU

ENG (K. Kendall) A WAL-h; F cly-NAT; F ENG-s-rus a nwy-bre.
GER (R. O'Brien) A hol-BEL; a den-KIE(s A BER); F NTH-c-rus
a nwy-bre.
RUS ("M. Barno") A nwy-BRE; A war-SIL; A gal-RUN; A sev-ARM;
F stp(nc)-NWY; F swe-SKA; F rum-BLA.
TUR (A. Guajardo) A SMY-h; A ser-GRE(s A BUL); F bla-CON;
F con-AEG.
AUS (K. Byrne) A vie-BOH; A bud-SER; F tri-ALB.
ITA (D. Martin) *A gre-bul; A MUN-kie; A ven-PIE; A rom-VEN;
F ion-EAS.
FRA (J. Kelley) A spa-AS; A por-SPA; F bel-PIC.

GM Commentary

ENG: Kieth looks like he wishes to expand south through Iberia in order to get personal gains, revenge for once playing in a John Kelley game, and to keep peace with Russia. Helping Russia into Brest was a good move, since he is not in a good position to mass an attack.....yet.
GER: Rick is in a pincer. If he doesn't aid Russia, he's a gonner. If he does, he'll fall victim to a Russian steamroller. Too bad!!
RUS: I must question my... uh I mean Mike's moves, especially Brest. There is a point of going just a bit too far before reaching the ridiculous, but with talks I've had with Mike, he says it is a measure to prevent any future stalemate lines against him. Besides that, Russia is doing great.
TUR: Art has awoken to find a strong A-R alliance. So, he's hanging on for dear life right now! I see his only chance lays in the hands of a child; Italy.
ITA: No Comment! Game note: A Gre r To the Box!
FRA: John is in deep trouble. France is destined to be doomed, but still has a role in playing Kingmaker to the dominating power in the west, should one arise.
AUS: Kathy's quick tongue has gotten her out of a sticky mess by allying with Russia. All things are fine, as long as the random factor (ie Italy) remains in the west.

Fall 1902

ENG: A wal-BEL(c F ENG); F nat-MID.
GER: F nth-DEN; *A bel-h; A KIE-mun(s A BER).
RUS: A bre-PAR; A SIL-s-aus a boh-mun; A arm-ANK.
TUR: A SMY-h(s F AEG); *A gre-h(s A BUL); F CON-s-a bul.
AUS: F alb-GRE(s A SER); A BOH-mun.
ITA: A mun-BUR; A PIE-mar; A ven-TYO; F EAS-aeg.
FRA: A SPA-mar; A GAS-mar; F PIC-s-eng a wal-bel.

(The Supply Center Ownership chart and my briefly GM comments can be found on the next page.)

Sex (Not that meaning, Dick!)

TSS Demolition Game Continued.....

Supply Center Ownership

ENG: Home, Bel	(4)	Build 1 (A Lon)
GER: Ber, Kie, Den, Hol.	(4)	Even
RUS: Home, Ank, Rum, Swe, Nwy, Par	(9)	Build 2 (A War & SStp)
TUR: Con, Smy, Bul	(3)	Remove 1 (A Smy)
AUS: Home, Gre, Ser.	(5)	Build 2 (A Tri & Vie)
ITA: Home, Mun.	(4)	Even
FRA: Bre, Mar, Spa, Por.	(4)	Build 1 (A Bre)

GM Commentary

Actually, I feel that the present on board situation is self explanatory, so I won't bother writing any comments!

[illegible]

Time for some very.. MeDiOcRe mUtTeRiNgS

Since I feel apathetic this month, I'll print a letter instead of the normal routine...

Tom,

I must lodge a formal complaint to the Board of Directors of the Endwellian Society of Mediocrity (ESM). Why am I not considered an active member? Who is more mediocre than I? ((I am!)) I request billing, next to you, Mike and Barb. (Hmm, that reminds me, I'm supposed to ~~do~~ I mean print your profile.)

I have a nomination for this month's honorary ESM award. Don Del-rande and Life of Monty. It goes without saying, but anyone that can't fill up new games has to be mediocre. Don writes most of his own material, some of it funny and way out, but still mediocre. ((So be it! By the way, that is how Mike qualified. TSS/Dip-04 took soooooo long to fill! In fact, we could make a game consisting of the players resigning from the game before it started!))

Issue 13 of TSS was well worth the wait. Hope everything is alright back at home and your father has a speedy recovery. Anyway, especially liked the "Monster of the Month" description. John Kelley's article on Boot Hill was also very interesting. I used to enjoy role-playing games (dungeons mostly) but have drifted away from them. With his article stirring my interest again, I may look for a fantasy game to drop in on.

Keep up the good work. No wait; I don't mean that. If you keep up the good work, you won't be mediocre anymore! Oh well, keep up the mediocrity.

--John Caruso.

I have been meaning to say this, but things are going quite fine at home now and my father is recovering quickly, although he's acting odd (The first one to say "It must run in the family" loses his sub!!!). He especially likes going fishing "On Doctor's Orders". And, I also appreciate the support that you and other Dippy players have given me in the past month or so. I'll be back to my abnormal self soon.

Ye Olde Publisher's Statement

"The Shogun's Sword" is a fan'zine published by Tom Swider with help from Mike Barno. TSS comes out each month about the 20th, and so, the deadlines for all games is the 15th (or the 16th if the 15th should fall on a Sunday.). Subscriptions are \$6/Year and if you enter a game, you must pay any required game fee. When entering a game, please give a preference list if applicable. Houserules available upon request. Important addresses and phone numbers:

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[illegible]

Last Notes

By looking at the front cover title for this month, you can tell that the Canadian Postal strike is over with. Thank God!!

More on why the format change (ie moves contained in separate flyers.) Many of our subbers (about 1/2 of them) don't even play in any of TSS's games. And, seeing that the postal rates are going to go up again in the near future, I'd like to send out TSS without going broke! Even with a \$6 subscription, I can't break even until I get around 90 subbers. Still, we plan on continuing giving you plenty of goodies to read; we're just throwing out what I feel is an unnecessary expense. If anybody is interested in keeping tabs on a certain game that we're running, I'd be glad to insert an extra copy of the results in your copy. In fact, we may be able to give out more reading material in a month's time than in previous issues. Hopefully, this will be a change for the best.

Next issue will be our Christmas issue, and we plan on printing another of our games. Gosh, if we keep this up, we'll be the hobbie's next Strategy & Tactics! You have to admit that a TSS Inc. game is more interesting than your standard S&T game!

IMPORTANT!

IMPORTANT!

IMPORTANT!

IMPORTANT

The reader is officially warned to send their moves in early, ~~due~~ to the Christmas Mail season coming upon us. Christmas does funny things ~~to~~ the USP's". So, don't risk NMRing. Get your moves in quickly, if not sooner!

SO, DON'T RISK NOTHING! GET YOUR MOVIES IN QUICKLY, IF NOT SOONER.

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